



## Handshake.Logic 'Messaging'

Well informed – anytime, anywhere

### Information is everything

- **What happens when:** Let the system keep you up to date on what you need to know.
- **Stay on top of things:** 'Messaging' will always keep you well informed, even when not on site.

### Suitable information for the receiver

- **Different channels:** Be informed automatically at the Monitor, Handheld Terminal or via e-mail.
- **Target oriented information:** Whether the 50,000th visitor has entered the ground or a sector is busy, the managers as well as the security staff are informed in time.

### Information automatically and anytime

- **Facts and figures:** Get information about visitor numbers, occupancy rates, etc. either at fixed times or when reaching threshold values.
- **Be on the safe side:** Inform the security staff in case the number of visitors in one of the sectors is too high.

### Once set, always available

- **Dynamic messages:** Configure messages consisting of fixed and variable parts, define receiver groups and adapt information later on only if necessary.
- **Activate messages as needed:** Defined messages can be stopped and started as required at any time to suit any application and event.